private System.Timers.Timer m\_mainTimer;

private bool m\_timerTaskSuccess;

CREATE TIMER ON START

protected override void OnStart(string[] args)

{

m\_mainTimer = new System.Timers.Timer();

m\_mainTimer.Interval = 60000; // every one min

m\_mainTimer.Elapsed += m\_mainTimer\_Elapsed;

m\_mainTimer.AutoReset = false; // makes it fire only once

m\_mainTimer.Start(); // Start

m\_timerTaskSuccess = false;

}

protected override void OnStop()

{

// Service stopped. Also stop the timer.

m\_mainTimer.Stop();

m\_mainTimer.Dispose();

m\_mainTimer = null;

}

void m\_mainTimer\_Elapsed(object sender, System.Timers.ElapsedEventArgs e)

{

try

{

// do some work

m\_timerTaskSuccess = true;

}

catch (Exception ex)

{

m\_timerTaskSuccess = false;

}

finally

{

if (m\_timerTaskSuccess) m\_mainTimer.Start();

}

}